
SIGGRAPH
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EXPLORE INTERACTION
AND DIGITAL IMAGES
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Related Panels:

Computer Games and Viz: If You Can't Beat Them, Join Them

Wednesday, 15 August, 2:15-4PM, Petrie Hall C

Visualization, Semantics, and Aesthetics

Wednesday, 16 August, 4:15AM -6:00 PM, Petrie Hall D

The CAVE and Beyond: VR Art in Museums and Galleries

Immersed in Anxiety or a Process to Healing? VR Meets Mental Health

Thursday, 16 August, 10:30-12:15 AM, Petrie Hall C

Thursday, 16 August, 4:15PM -6:00 PM, Petrie Hall D

[redacted]

Masters of the Game

Special Session, Full-Conference Pass

Winners of the Academy of Interactive Arts and Sciences 2001 Interactive Achievement craft awards present their work in game design, game play engineering, character and story development, art direction, visual engineering, animation, and sound design.

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Web 3D RoundUP

Special Session

The interactive event for interactive content. Web3D content developers and toolmakers demonstrate the latest technology and applications in a fast-paced shootout. The audience selects the best of the best from over 25 pre-selected presenters.

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Sensapolooza: A Guided Tour of the New Silicon Senses

Special Session

Sensory explorers describe a future where computing strategies and digital devices enhance, heighten and repair the human sensorium.

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2001 in 2001:
How a Film Inspired our Future

Special Session

Industry veterans and historians discuss and assess Stanley Kubrick's masterpiece "2001", its influence on today's films, and how its influence will extend into the 21st century.

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ACM SIGGRAPH Forum

"Come to the ACM SIGGRAPH Forum to learn about and get involved with year-round activities ...chapters, education, public policy, symposia, publications, traveling art show…"

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Audience Interactivity

Ask questions or share your comments online during Virtual Stars, Masters of the Game, Sensapolooza, and 2001 in 2001. You can use you own laptop (you'll need a wireless networking card), or use the computer stations at the back of West Hall B.

http://www.siggraph.org/s2001/panels/questions.html

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